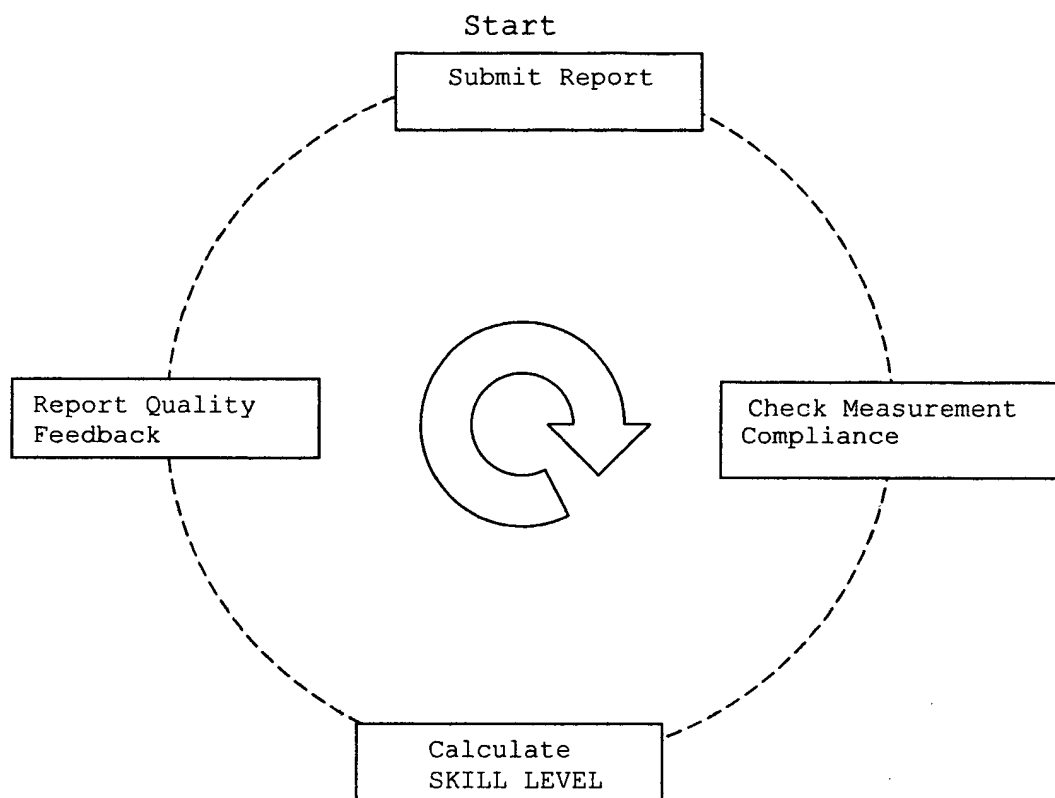


FIG. 1

REPORTER Learning Process

1 of 15



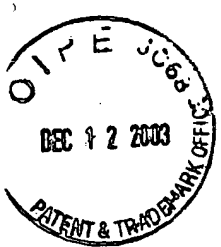
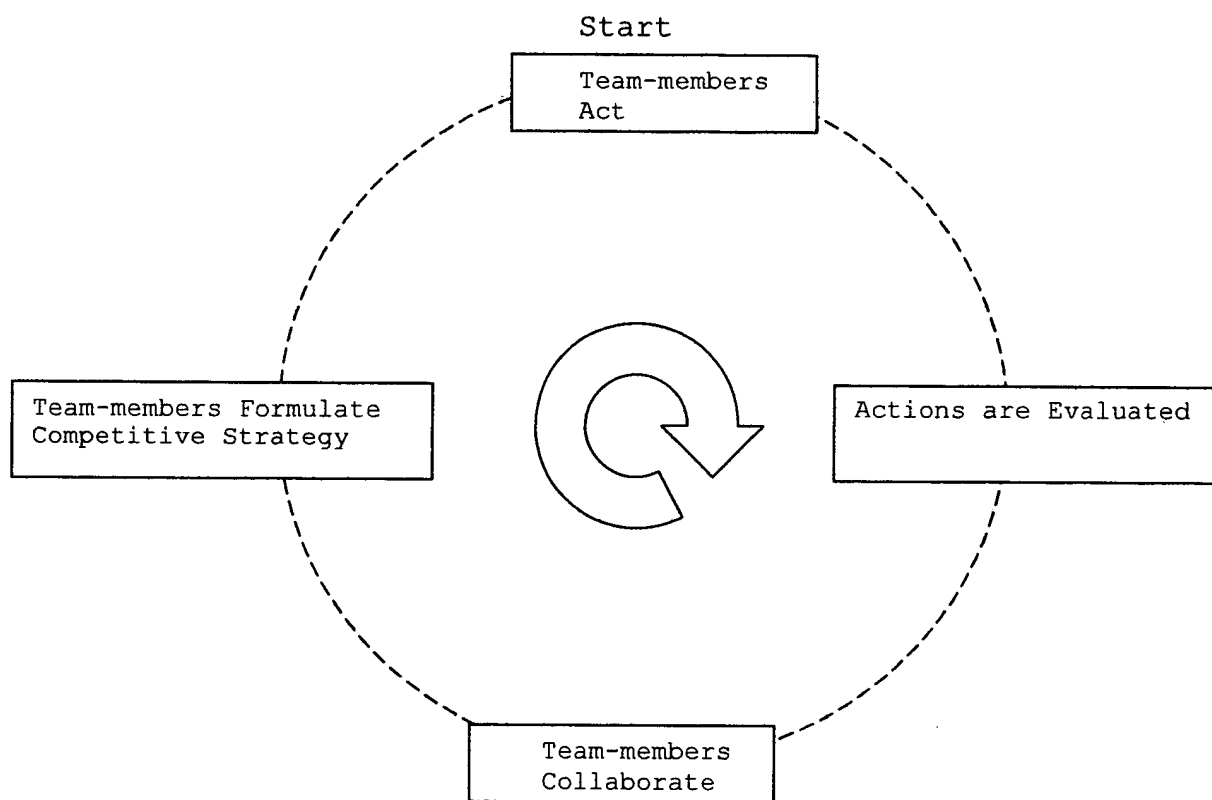


FIG. 2

Team-member Learning Process

2 of 15



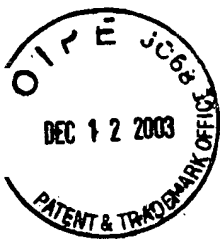
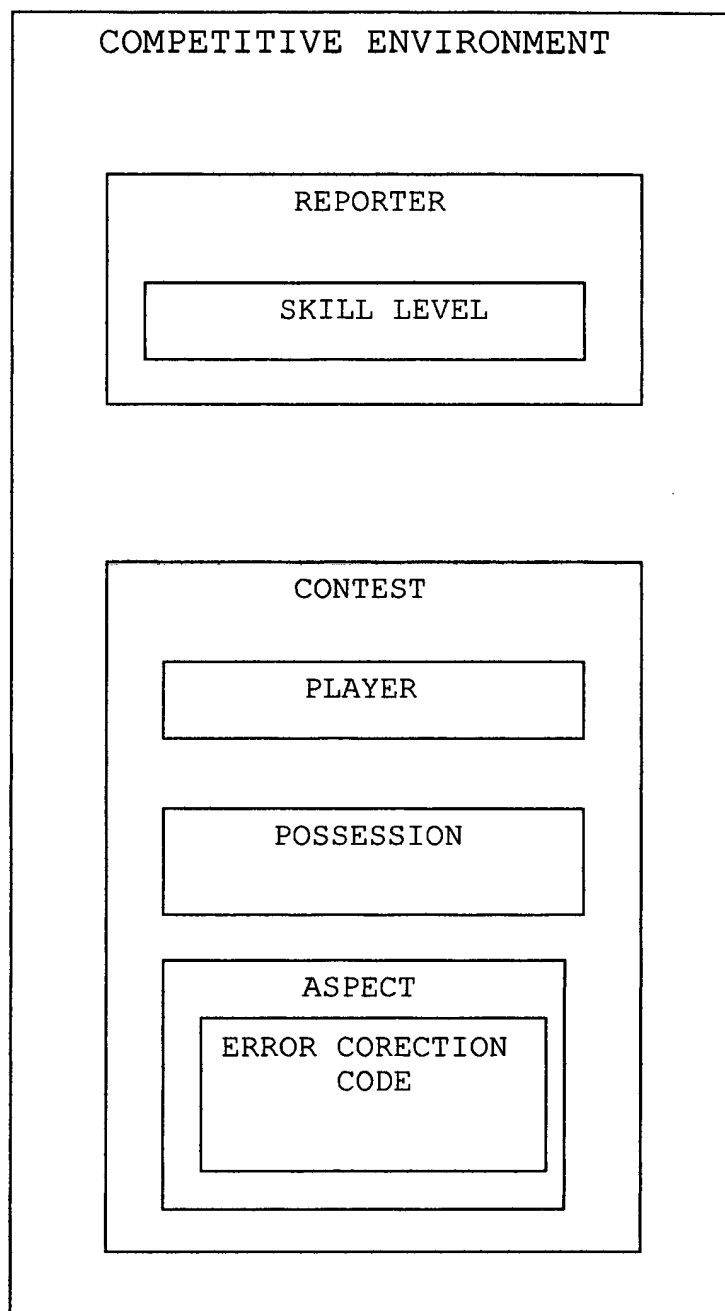


FIG. 3

3 of 15

Containment Diagram Showing Abstract Objects



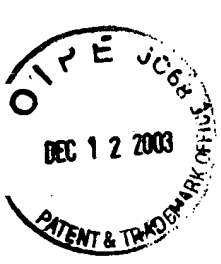


FIG. 4

Reporting System Components 4 of 15

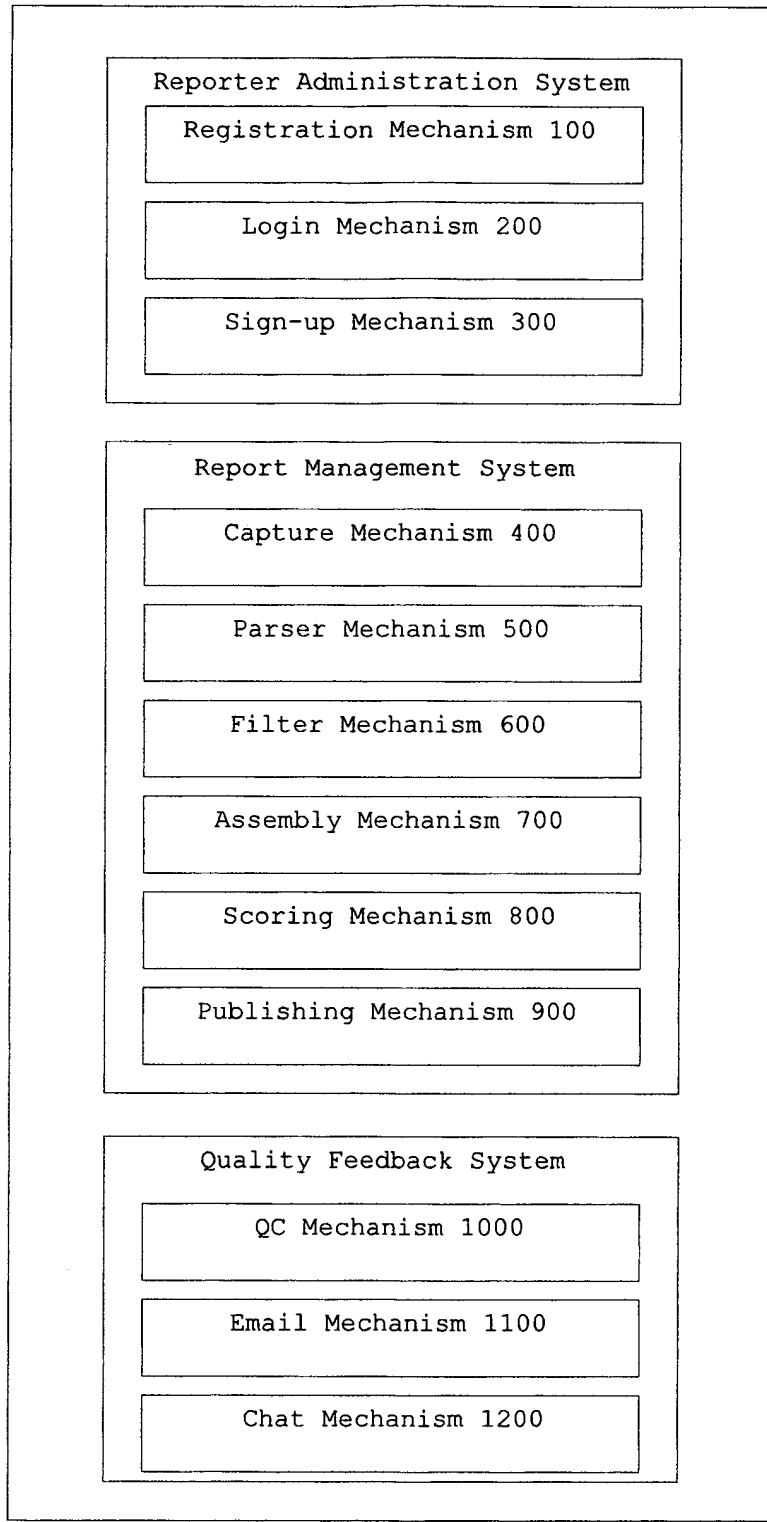
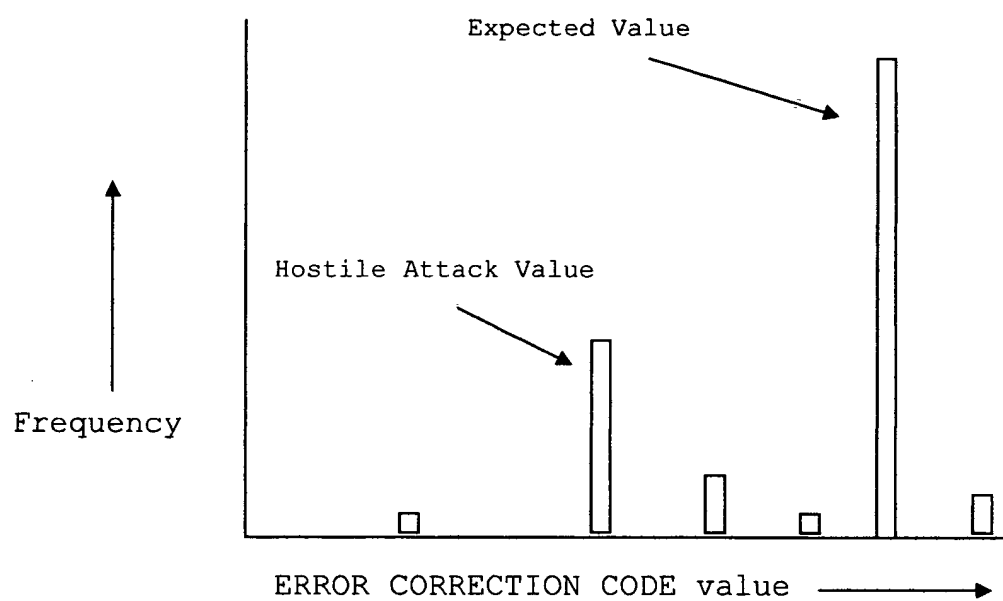




FIG. 5 **Representative ASPECT Report** 5 of 15



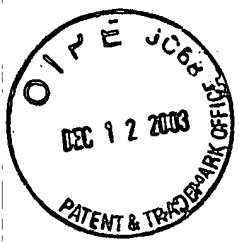
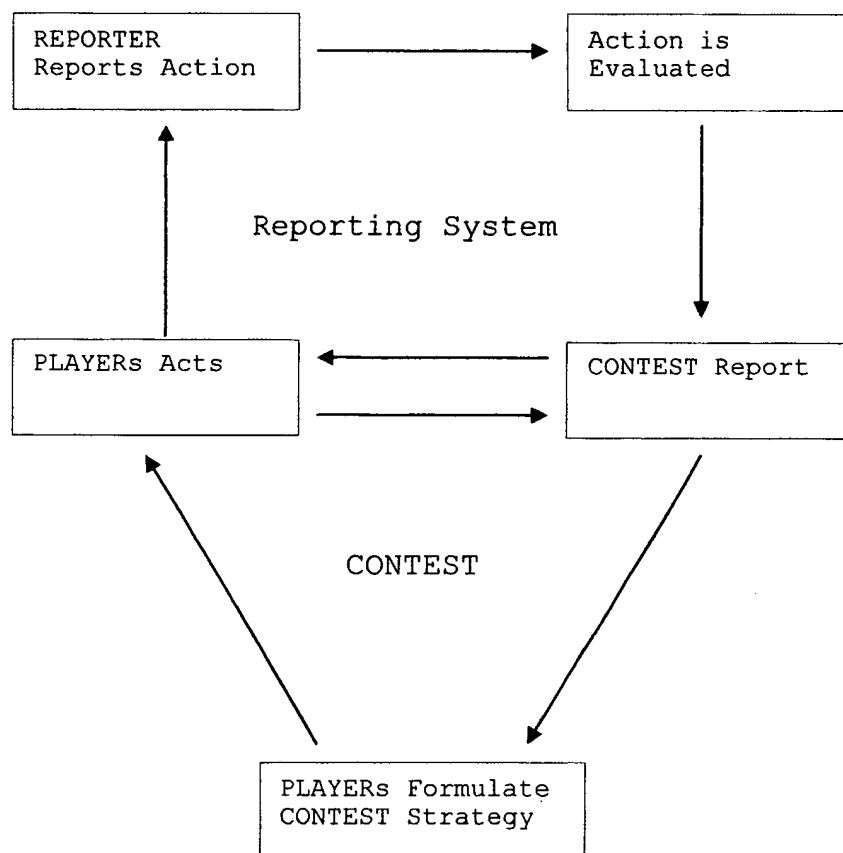


FIG. 6 Reporting System/PLAYER Interaction 6 of 15



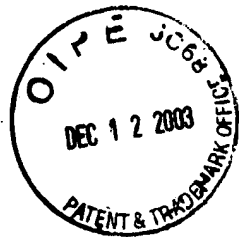
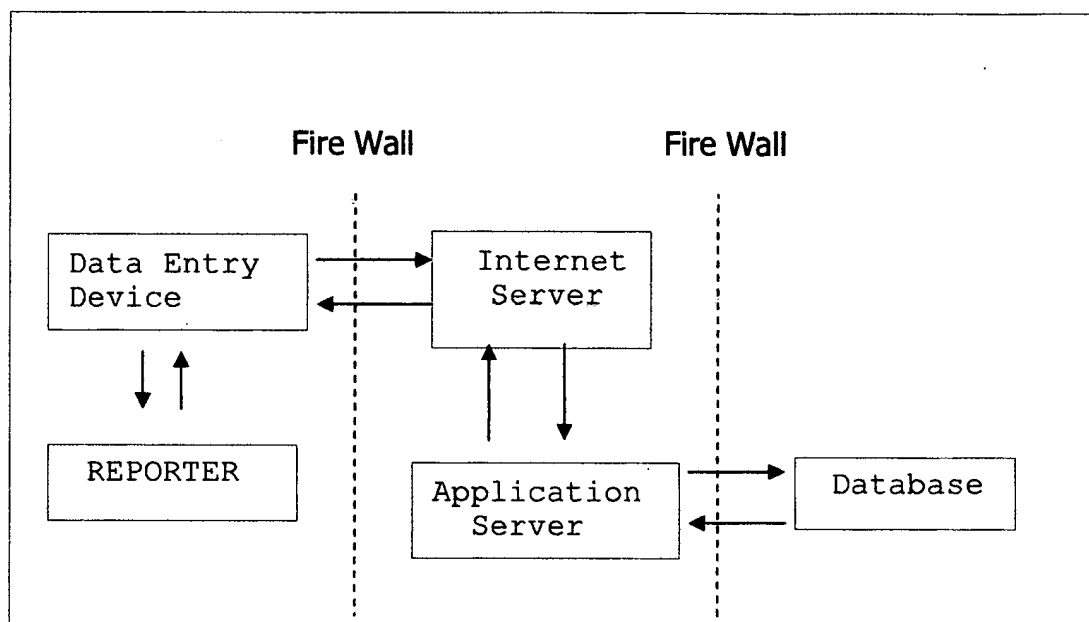


FIG. 7 **Reporting System Configuration** 7 of 15



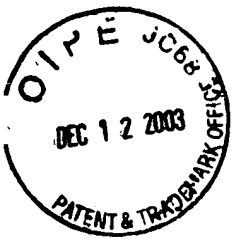


FIG. 8

8 of 15

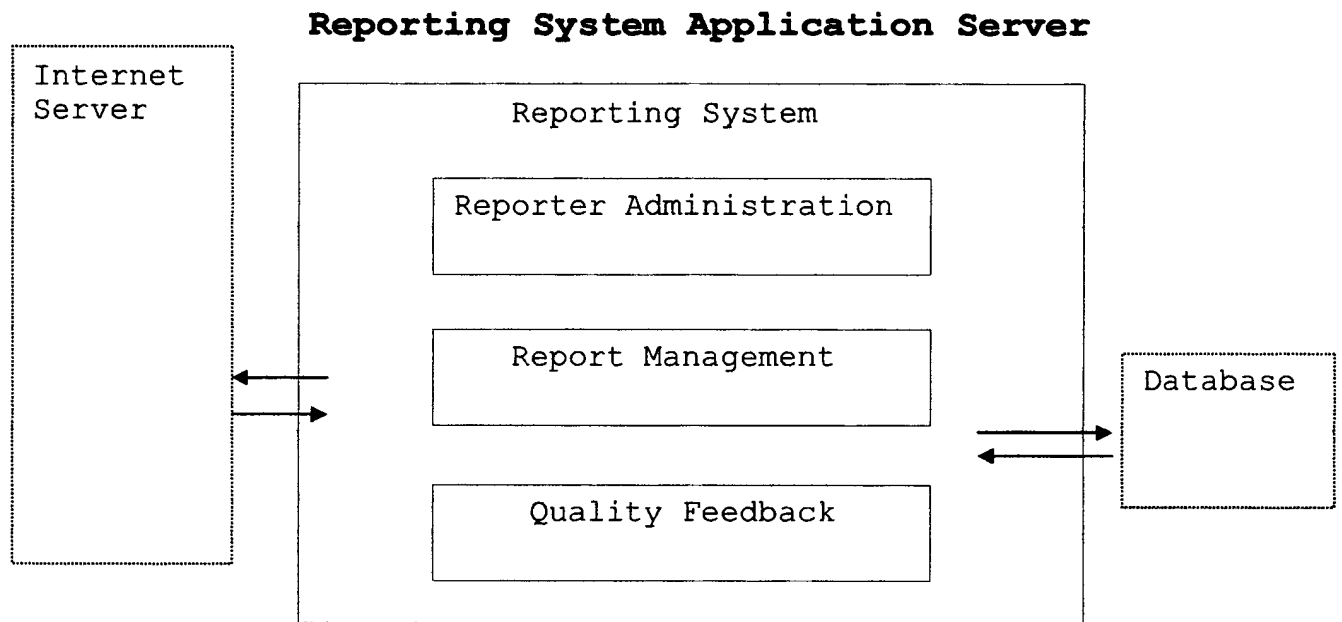




FIG. 9 **Reporter Administration Process** 9 of 15

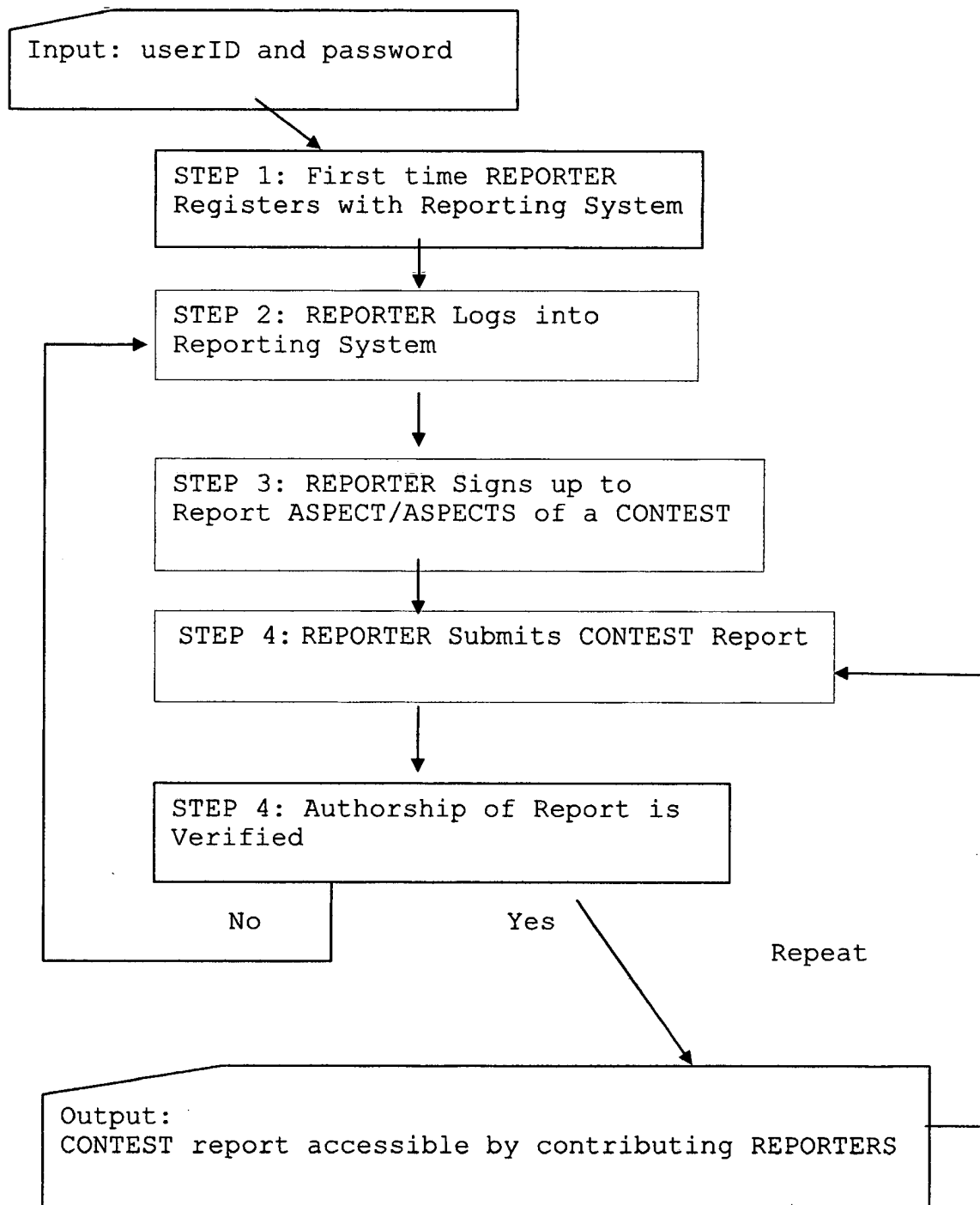




FIG. 10 **Report Management Process Sequence** 10 of 15

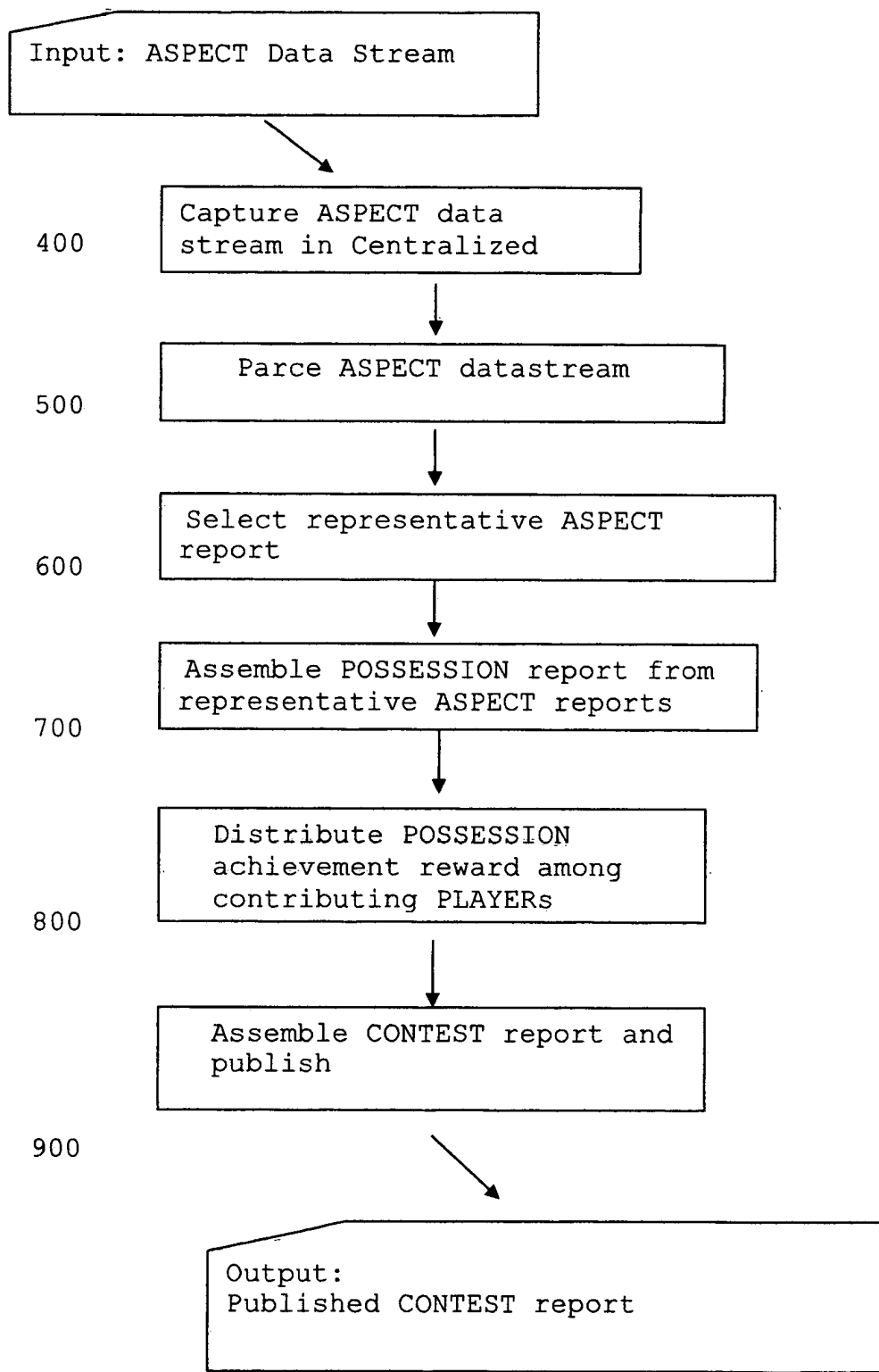




FIG. 11 **Quality Feedback Process Sequence** 11 of 15

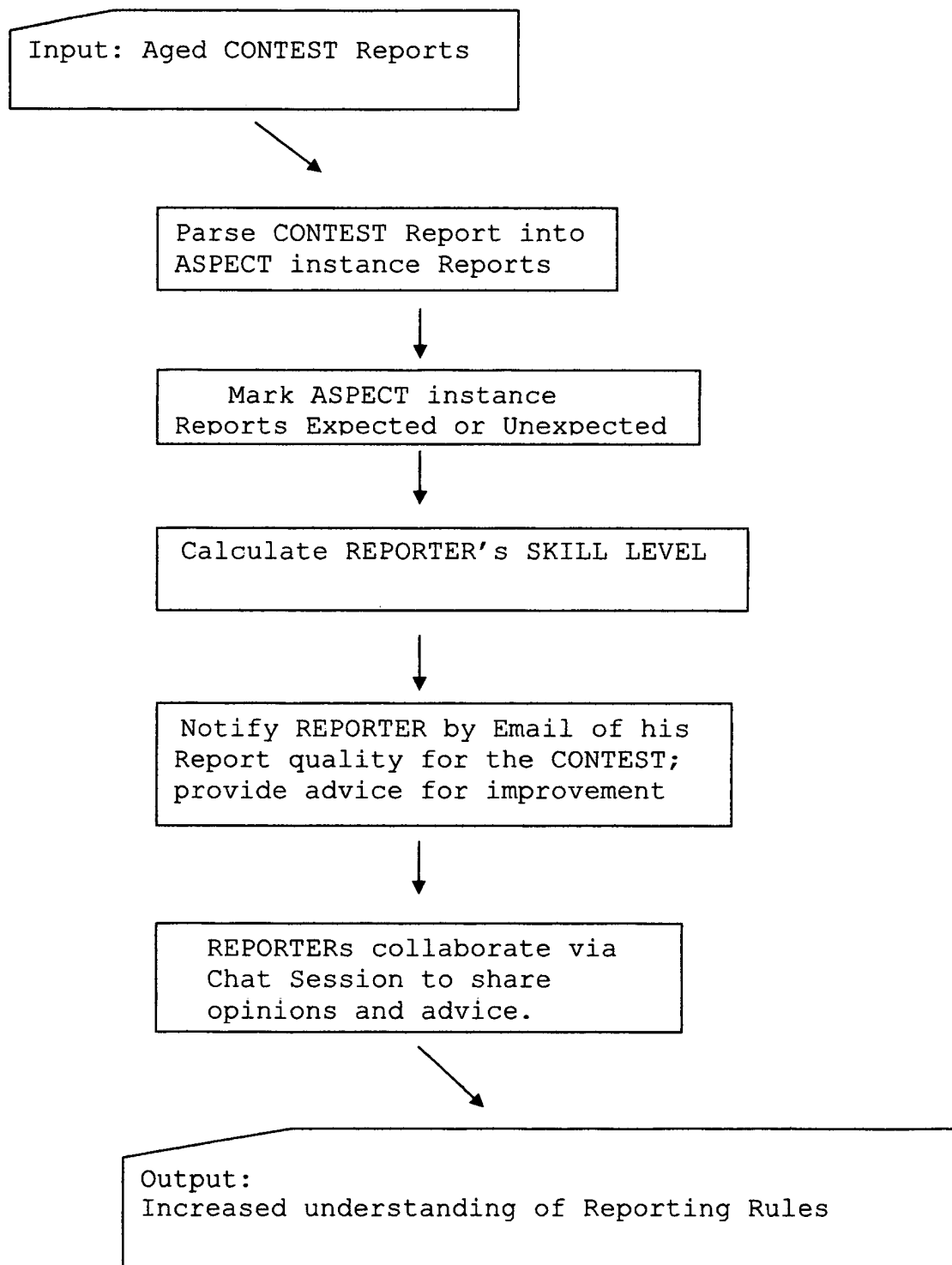


FIG. 12 PLAYER managed Reward System 12 of 15

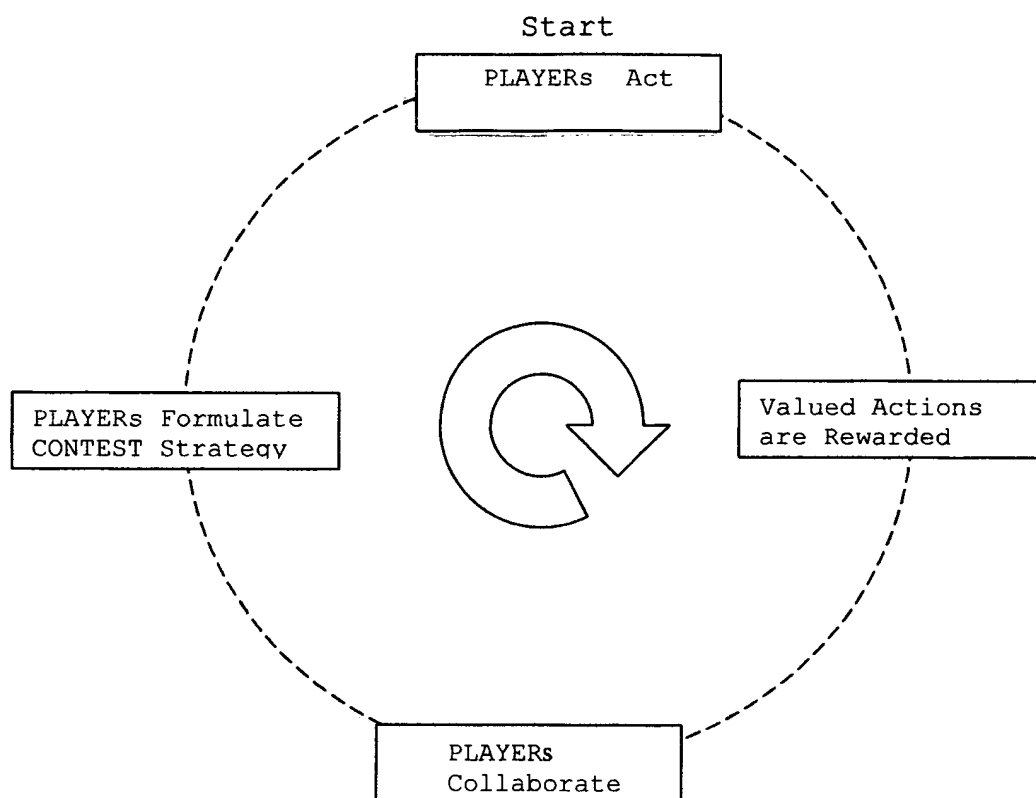


FIG.13

Self-Organized Collective Reporting

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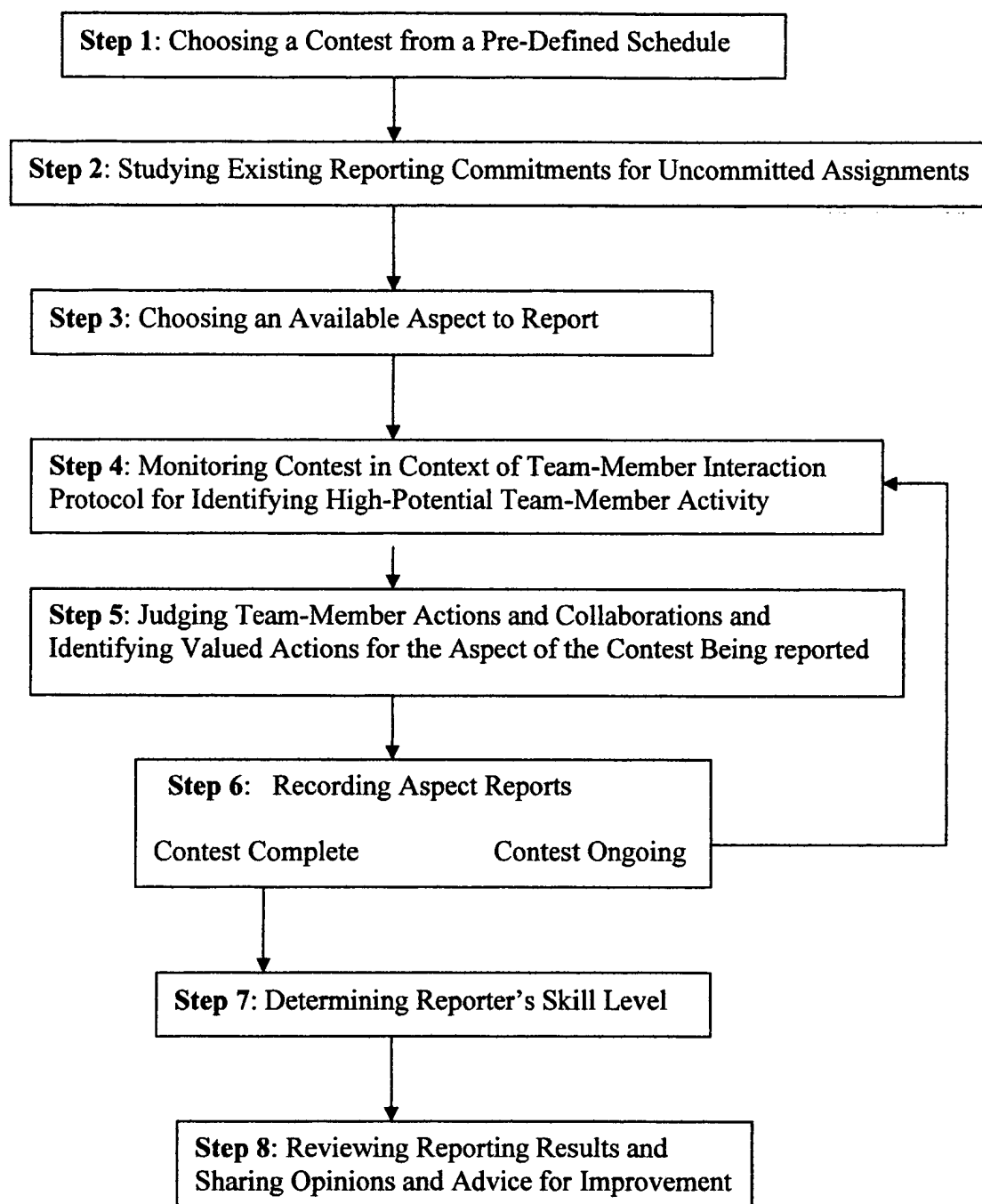
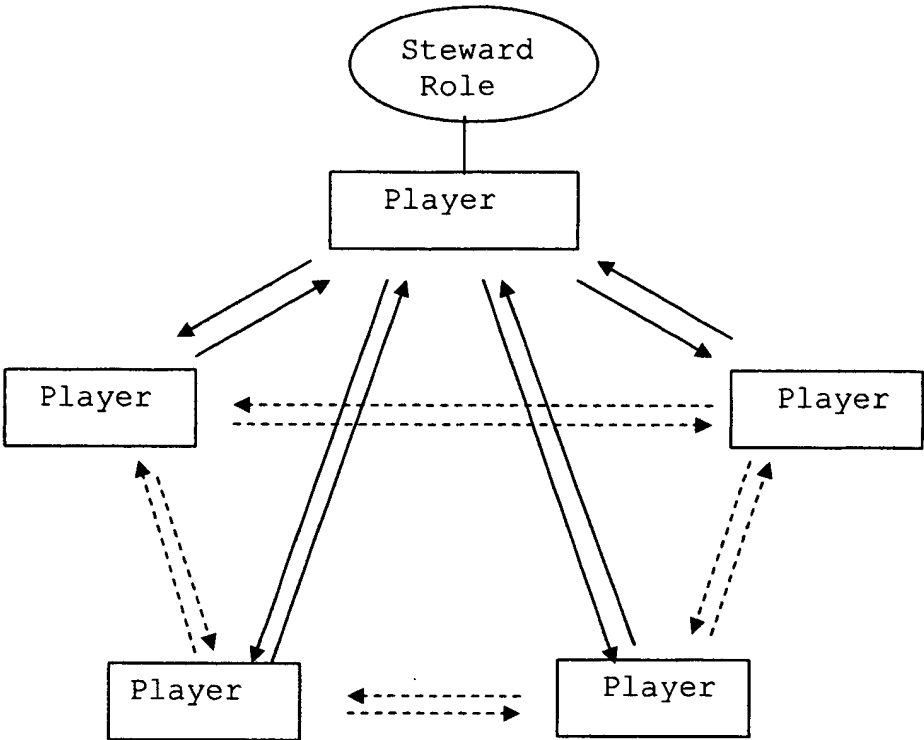


FIG.14 Team-Member Interaction Protocol (TIP) 14 of 15



Communications Network Topology:

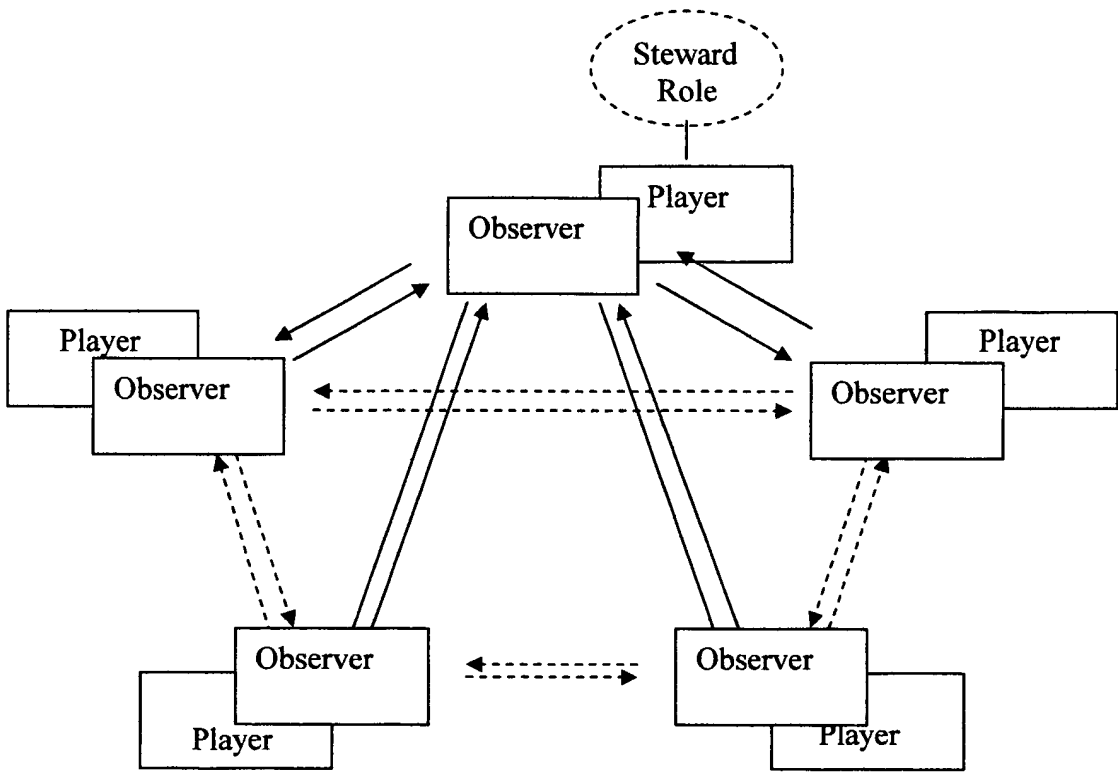
Peer-to-peer -----
 Star _____



FIG. 15

Observer Mechanism 1300

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Communications Network Topology:

Peer-to-peer -----
Star _____